BLOCKADE RUNNER™

©1983. Interphase Technologies Inc

(SLIDE THIS OVERLAY IN THE CONTROLLER)

1 2 3

MODE SELECTION

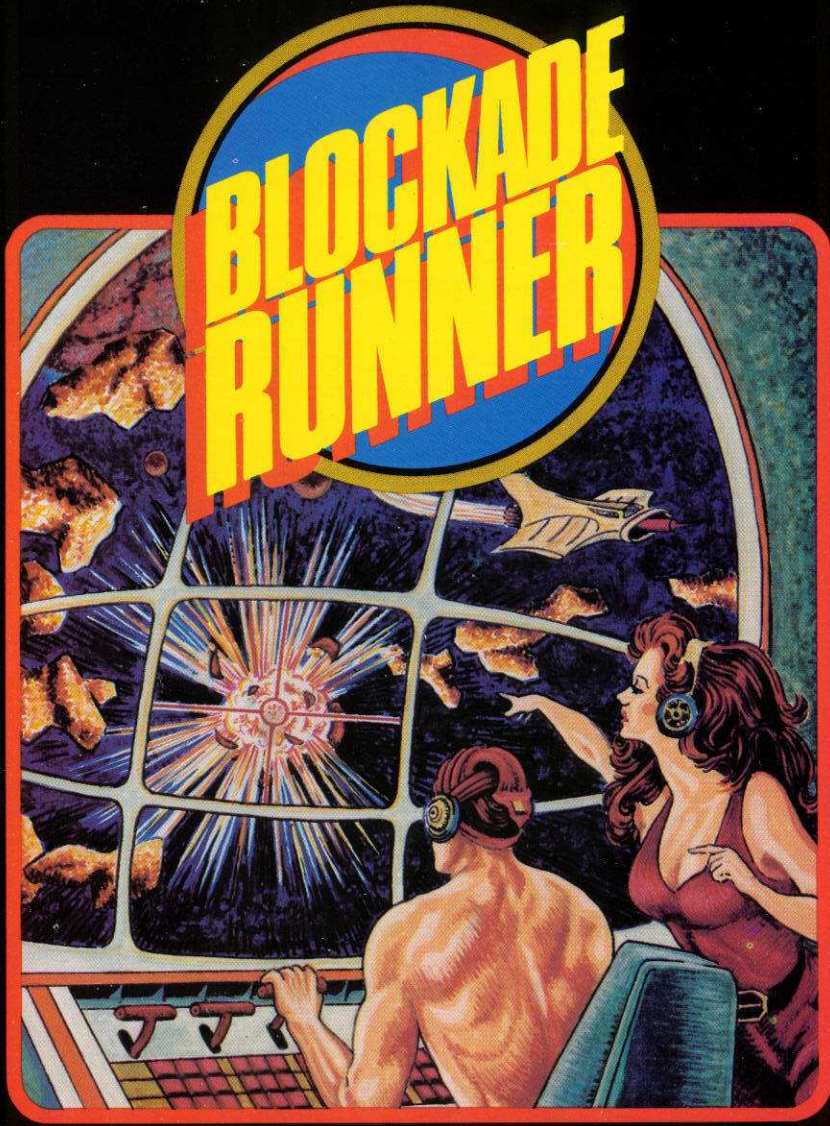
4

DIRECTION CONTROL

Enter

Printed in Canada

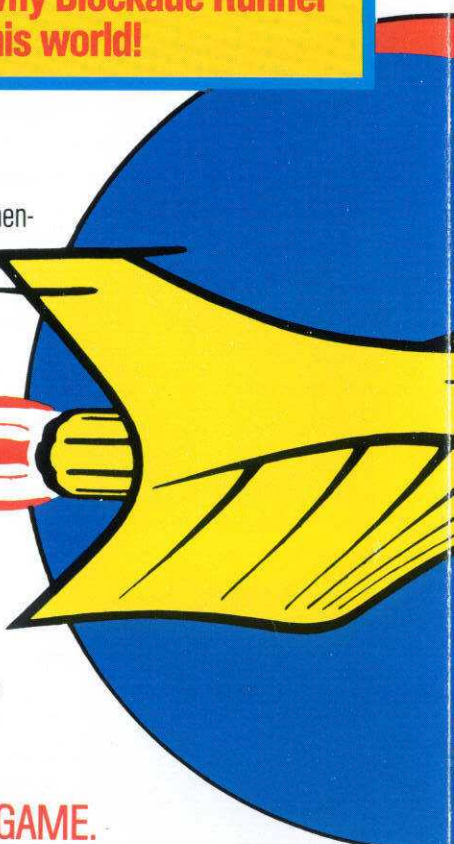
8020001-A-IN



© 1983, Interphase Technologies Inc.

BLOCKADE
AN INTERPHASE

Five unique reasons why Blockade Runner is out of this world!



1 3-D EFFECTS!

BLOCKADE RUNNER gives you a commander's eye view in three dimensional form as asteroids and ice crystals realistically flash by the nosecone of your spaceship.

2 PROGRAMMABLE CONTROLS.

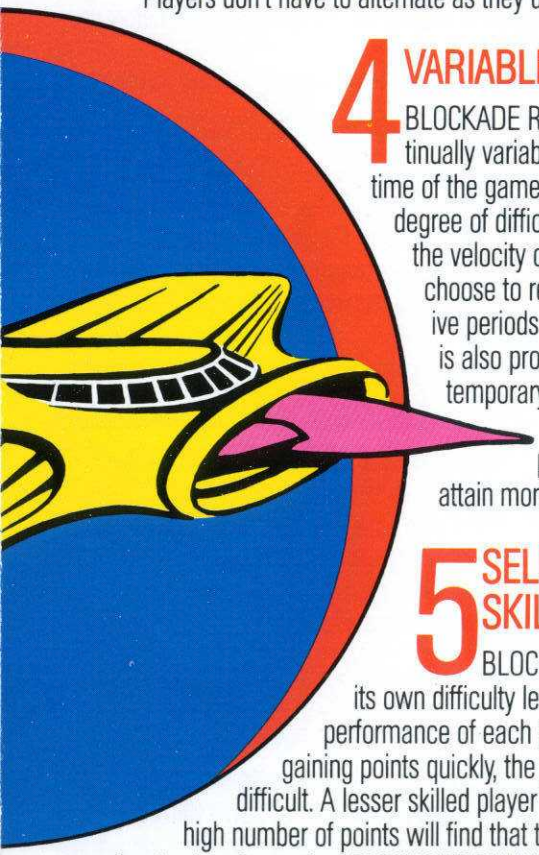
BLOCKADE RUNNER is versatile because players can choose their own particular control functions. (Ideal for left-handed players!) You get to select your own button functions at the beginning of each game. Just follow the instructions as they appear and choose your very own controls.

3 A TRUE TWO PLAYER GAME.

Although BLOCKADE RUNNER can be played by one person, it is also ideal for a player team. One person controls the firing of

E RUNNER
™ VIDEO ADVENTURE!

missiles, while the other takes charge of the ship's velocity and its steering. Players don't have to alternate as they do with other video games.



4 VARIABLE SKILL LEVELS.

BLOCKADE RUNNER skill levels are continually variable and may be altered at any time of the game. The player controls the degree of difficulty which is determined by the velocity of the spaceship. Players may choose to relax slightly before more active periods of warfare. A time-out mode is also provided to bring game play to a temporary stand still by pressing buttons 1 + 9 or 3 + 7. Skilled players will find that they'll attain more points at higher speeds.

5 SELF ADJUSTING SKILL LEVELS.

BLOCKADE RUNNER will adjust its own difficulty level with the continuing performance of each player. If a skilled player is gaining points quickly, the game will get increasingly difficult. A lesser skilled player who may not be scoring a high number of points will find that the game will adjust itself to make play less frustrating. BLOCKADE RUNNER will also attempt to judge whether you're skilled or just lucky... and adjust game difficulty to compensate.

Introduction

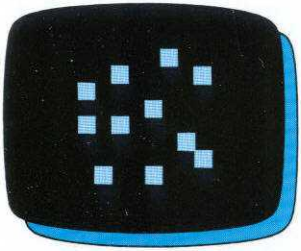
You're the commander and pilot of a merchant space freighter fleet. Your command ship is IVS 103. You have four ships in your fleet. Your cargo contains vital supplies for your home base on the planet Earth but your path is blockaded by an alien fleet. Your only chance of running past the blockade is to travel through an asteroid belt to escape detection by enemy radar. You're viewing the galaxy as it unfolds before you.

ASTEROIDS

THE DANGERS

Asteroids will damage the ship upon collision. The enemy has also placed robot space mines along your route. Should you get by these dangers, there are still enemy ships waiting up ahead when the asteroids thin out!

YOUR SHIP'S POWER



ICE CRYSTALS

Nuclear fusion powers your ship. High velocity jets of water are used as fuel or reaction mass. When your supply of water runs low (listen for the audible alarm), watch for clouds of bright blue ice crystals and steer into them. Your water supply will then be replenished.

DEFLECTOR SHIELDS

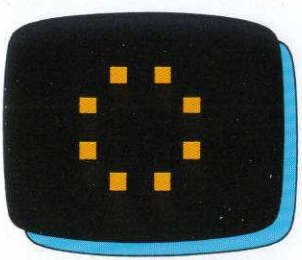
Your ship is protected by deflector shields which convert the kinetic energy of asteroid collisions into heat. The more collisions, the higher the temperature, but don't worry, commander... your shields cool slowly with time elapsed and with collected ice crystals. But watch your shields' temperature... if they overheat, your ship will be destroyed. The further you travel into the asteroid belt, the more energy delivered by each rock collision. Excess steering to avoid collisions will rapidly deplete your fuel supply.

MINES

ALL ABOUT ROBOT MINES

When you encounter robot mines, you must attack within 10 seconds, or they will explode. Just prior to explosion, they will pulse bright blue. Use your limited supply of missiles to shoot them down. These missiles will follow any object in the crosshairs at the instant you press the firing button. You can also blow up rocks, but you'll waste a valuable missle. Your ship's stores can deliver more missiles, but only at a limited rate. Audible and visual advance warnings are given (crosshairs flash red) whenever robot mines are ahead. Note that powering down on your reactor confuses robot mines causing them to disappear. However, this tactic means that you can't steer your ship and you'll have to accept rock collisions while you wait for the mines to disappear. If your shields are hot, this may not be a good move!

ALIEN SHIPS



PLASMA

ALIEN SHIPS

Alien ships may appear from behind without warning, but they must turn and face your ship before they can fire their plasma weapons. Each hit on your ship by a plasma cloud will heat your shield by another 30% towards an explosion on board, but you can evade the clouds with good space commander steering techniques.

Alien ships are tricky as they may remain outside your missile range, while their plasma weapons are well within striking distance of your ship. So be cautious! You may be able to trick them by slowing down your ship, allowing them to advance while you suddenly accelerate and fire before they have time to retreat. But be careful, because the alien ships have shields, too. A single missile hit will not destroy them. Three hits will usually destroy them. (Watch for their shield colours changing from grey to yellow to purple.) Do not ignore alien ships because they will eventually blow up, taking your ship with them.

Preparation for play

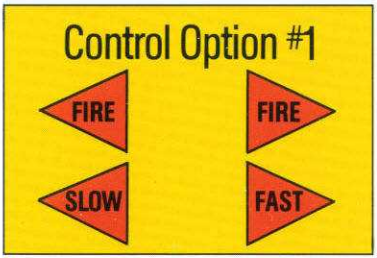
1. Make sure your BLOCKADE RUNNER game cartridge is firmly placed label side up in the cartridge slot.

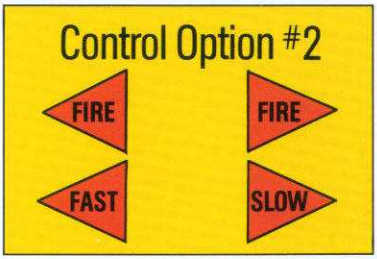
2. Turn on your TV and tune it to the same channel as the Channel Select Switch on your game console (channel 3 or 4).

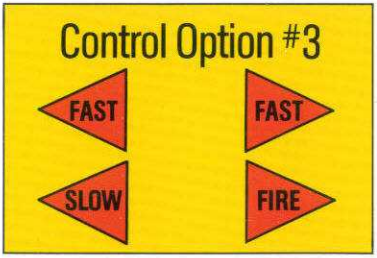
3. Turn the game console ON/OFF switch to ON.

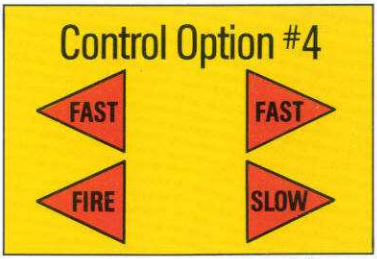
4. Once the "Interphase Presents Blockade Runner" title appears on your TV, press the round disc on the hand-held controller.

5. Your TV will now display the CONTROL OPTIONS for playing BLOCKADE RUNNER. Unlike most video games, BLOCKADE RUNNER is designed for one person or a team of two people to play, and the controls are programmable for ease of operation. These programmable controls govern the speed of the ship (FAST and SLOW) and missile launching (FIRE). Check the diagrams and experiment to find the combination best for you.









6. Once you have decided on the control configuration you like best, push button 1, 2, 3 or 4. Then press ENTER to begin your quest to Earth!

7. To start another game, press any key.

NOTE: Make sure your game console is off before removing or inserting a game cartridge.

Control of your ship

BLOCKADE RUNNER has programmable controls. At the beginning of the game, you will see the functions of all your controls. You can decide on the functions of your four side buttons as follows:

Slow

This control will slow down your ship. If you hold this button down beyond the minimum throttle point, your reactor will shut down.

Fast

This button will accelerate your ship. If your reactor is shut down, the pressing of this button will automatically start up the reactor before the throttle moves.

Fire

This launches your missiles which will be needed during your perilous voyage. If the control function positions are acceptable to you, just press ENTER to begin your battle in space. If you want to try other control function positions, just press options 2, 3, or 4. Option 1 will return your controls to their original setting.

Scoring

You Gain	+ POINTS
Each unit of distance	+ 5
Each refuelling with ice	+ 1000
Each enemy ship destroyed	+ 5000
Each mine destroyed	+ 2500
For reaching your destination	+ 10000

You Lose	— POINTS
Each second passed	— 50
Each collision	— 250
Each mine that explodes	— 1000
Each loss of a ship	— 5000

WARRANTY

Interphase Technologies Inc. warrants to the original consumer purchaser of this Interphase video game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If any cartridge is discovered to be defective within the warranty period, Interphase agrees to have it either repaired or replaced (at the company's option), free of charge upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the company's Customer Service Center.

This warranty is limited to both electronic and mechanical parts and does not apply to normal wear and tear. It is not applicable if the defect has arisen through abuse or modification.

This warranty is in lieu of any other express warranty or representation. Interphase is not liable for any special, incidental, or consequential damages resulting from use of this cartridge.

INTERPHASE™

Interphase Technologies Inc.
6391-F Westminster Hwy., Richmond, B.C., Canada V7C 4V4 (604) 270-8222

Printed in Canada